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(JP)**CPC *A63F 13/795* (2014.09); *A63F 13/798*
(2014.09); *A63F 13/86* (2014.09)(72) Inventor: **Christopher Thielbar, San Mateo, CA
(US)**(57) **ABSTRACT**(21) Appl. No.: **17/207,679**(22) Filed: **Mar. 21, 2021****Related U.S. Application Data**(63) Continuation of application No. 15/908,569, filed on
Feb. 28, 2018, now Pat. No. 10,953,335.**Publication Classification**(51) **Int. Cl.***A63F 13/795* (2006.01)*A63F 13/86* (2006.01)*A63F 13/798* (2006.01)

A plurality of game titles each associated with at least one tournament may be hosted on a gaming network platform. Real-time gameplay data in matches involving the plurality of game titles may be tracked. Each match may be associated with a stream. Memory may store stream parameters and metrics associated with the at least one tournament. A predefined achievement may be identified for the at least one tournament when the tracked gameplay data for a match meets the stored metrics. The identified achievement may be determined to meet the stream parameters. A notification may be provided to the user device that includes a link to a stream of the match.

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